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SUPER VALIS IV™

INSTRUCTION BOOKLET

ATLUS®

SUPER NINTENDO ENTERTAINMENT SYSTEM

SUPER VALIS IV™

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SUPER VALIS IV
MIGHTY MAIDEN OF THE RED MOON

The red moon of the Spirit World rises...
Its people have been resurrected
and the bell tolls for battle...

DESPERATE TIMES CALL OUT FOR THE VALIS SWORD

PEOPLE OF THE SPIRIT WORLD PROVOKED ANGER IN THEIR GUARDIAN

Eons ago...There was a world called GIYA where people lived peacefully and faithfully under their guardian protection. King Aspher of the Spirit World was a follower of this guardian. But the King's son, Gallagher, had another plan.

He was scheming to conquer the whole world. Once Gallagher ascended to the throne and received the ring of Titan which possesses infinite power, he immediately started a war to take over the entire world. His action angered their guardian so greatly that he sealed the entire population of GIYA into a crystal pillar and buried it deep under the ocean.

DESPERATE TIMES CALL OUT FOR THE VALIS SWORD cont.

RESURRECTION OF THE DARK FORCES

One electrified evening the red moon broke through the clouds and calmed the motion of the sea. The gigantic crystal pillar suddenly rose toward the sky with a thunderous noise, parting the Pacific Ocean in two. King Gallagher and his Spirit World people were resurrected after thousands of years in silence. It did not take too long for them to take over the entire world.

Queen Valna's Dream World was conquered despite their courageous fight. Now the whole world is under the rule of Gallagher. The Valis warrior, Yuko Ahso, is gone. Who is left to fight these Dark Forces...?

THE REBELS WHO FIGHT FOR JUSTICE

All who rebelled against King Gallagher gathered under Cham, a daughter of the Spirit World, to defeat the king's forces. To discourage the rebel forces, King Gallagher ordered to execute Queen Valna. Cham and her companions learned of the execution, but the enemy was too great for them to fight.

Then, a voice was heard: "Let me go and fight for you!" The voice belonged to Lena, who was the strongest fighter among the rebels.

VOICE OF THEIR GODDESS REVERBERATES FROM ABOVE

Cham, the leader of the rebel forces, was wondering what to do. Although Lena was the greatest warrior, it was too risky to let Lena fight alone against the Dark Forces.

"Cham, let Lena go to fight!"

The voice reverberated from above. The voice was none other than Yuko, who had become their goddess. Now Lena headed for Castle Vanity, which once belonged to the people of the Dream World and now was a fort of the Dark Forces. A new Valis warrior is about to be born...

CHARACTER INTRODUCTION

LENA BRANDE

She is only 16 years old, yet she is the strongest warrior of the rebel forces. She possesses a courage to fight, but she is also a kind and gentle, peace loving maiden. Her unique quality of balance in both peace and courage has made her a Valis Warrior. Now, with the Valis Sword in her hand, Lena is about to fight for her people.

YUKO

Once Yuko had fought the Dark Forces with the Valis Sword. After her victory, she went to rest in the clouds. Although she sends Lena to conquer Gallagher, her heart is heavy with the decision she has made.

CHARACTER INTRODUCTION cont.

THE RUTHLESS FORCES OF DARK POWER

Revenge toward his ruler for being locked deep under the ocean for several thousand years has accelerated King Gallagher's ambition to rule the whole world. He burst into a furious vengeance. Now, Lena has to face the best generals of the Dark Forces. Turn to page 20 for strategy on how to beat each boss.

KING GALLAGHER

CONVERSION DS-30

GENERAL DAHLGEN

GENERAL LUZARD

GENERAL MEDIAS

FINAL GUARDER

NORNIL

TAKING CONTROL

The following directions are based on the original controller settings.

L BUTTON: Press to move the cursor to the left to select special attack.

R BUTTON: Press to move the cursor to the right.

CONTROL PAD: Press to move Lena.

SELECT BUTTON: Not in use in this game.

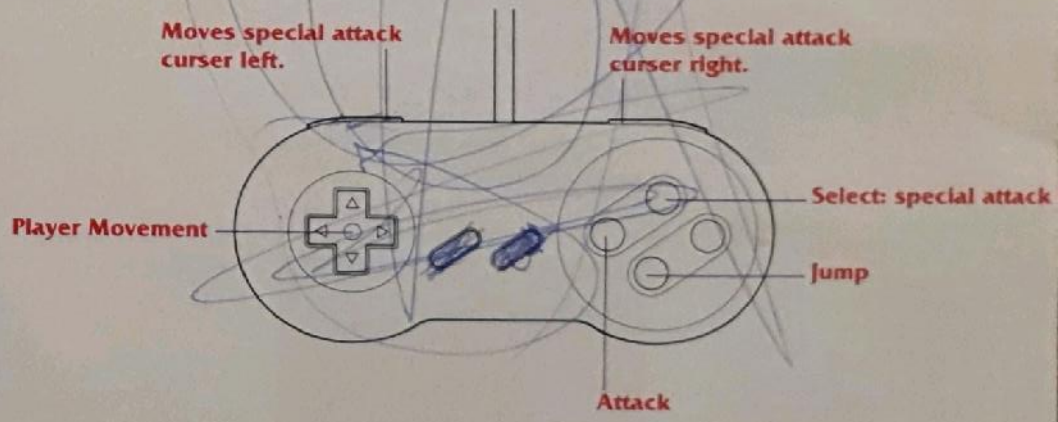
START BUTTON: Press to pause game.

Y BUTTON: Press to attack. Press CONTROL PAD up and the Y Button together to use Items in the special attack chamber.

X BUTTON: Press to bring the attack item, which is selected with the cursor, into the chamber.

A BUTTON: Not in use in this game.

B BUTTON: Press to jump; the longer you press, the higher Lena will jump.



SCREEN INDICATORS

OPTION MODE

You can select your own controller settings and difficulty level.

a. Select a controller setting or game level by pressing the **CONTROL PAD** up or down.

b. **CONTROLLER SETTING**
Press the **CONTROL PAD** up or down to select.

c. **GAME LEVEL**
When you select the level, it blinks in red.

INDICATORS

HP GAUGE : Indicates HP. The gauge increases at every 10,000 points, adding to your score.

LEVEL: Indicates the present game level.

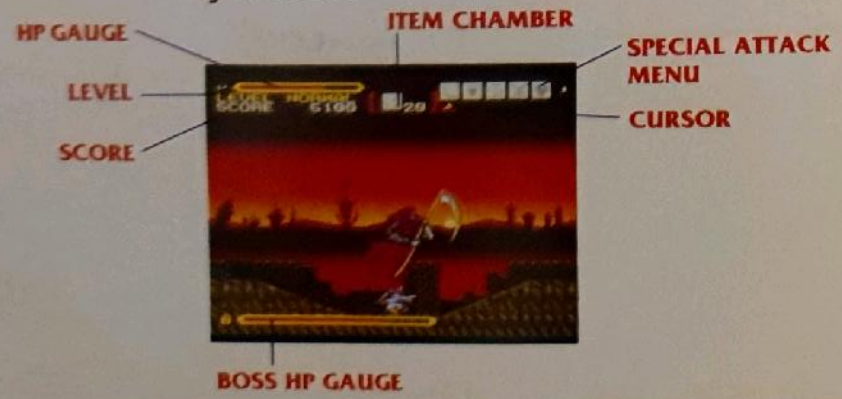
SCORE: Indicates your present score. Continue game starts from score "0".

ITEM CHAMBER: Displays Items currently available.

SPECIAL ATTACK MENU: Displays up to 6 stocked Items.

CURSOR: Selects an Item you want.

BOSS HP GAUGE: Indicates the present Boss HP of the stage you are in.



LENA'S ACTIONS

RUN: Press the **CONTROL PAD** to the left or right to make Lena run. Press twice to make her run faster.

NORMAL ATTACK: You cannot attack while moving or move while attack ing, but you can attack while jumping or squat ting down.

JUMP: Press **B BUTTON** to jump. Press longer to jump higher. You can move and attack while jumping.

NORMAL BULLET: Press the **CONTROL PAD** up and the **Y BUTTON** (attack) to use an Item or use Normal Bullet displayed in the Item Chamber.

RECOVERY ITEMS

HEART:

NUMBER OF USAGE: 3 TIMES

You recover HP a little and can recover three times per heart item used. When HP becomes "0", the game is over.

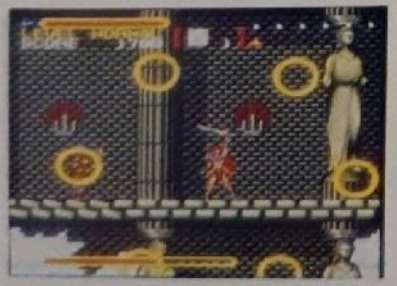
ARMOR:

NUMBER OF USAGE: 1 TIME

You can defend the enemy attack up to 5 times wearing the armor. After the 5th time, your armor returns to normal armor. If you want to use an armor bomb, use another special armor but you must be wearing the armor of Valis.

- When you use an Armor Item while wearing the Armor, it turns into an Armor Bomb. You can use the bomb only once.

(The number of usages shown on this page are based upon an easy level.)



ATTACK ITEMS

THREE WAY BEAM:

NUMBER OF USAGE: 20 SHOTS

The bullets travel in three diagonal directions...As the bullets go upwards, squat down to shoot the enemy which crawls on the ground.

BOMBER:

NUMBER OF USAGE: 10 SHOTS

This has superior attacking and penetrating powers, it also destroys landscape. Since you have limited use of this weapon, plan wisely.

SEARCH:

NUMBER OF USAGE: 20 SHOTS

This is a wave shaped like a wolf's head and travels along the ground. It has the penetrating power, but it is effective for enemies on the ground.

HOMING:

NUMBER OF USAGE: 20 SHOTS

This dragon fire traces and destroys the enemy. The penetrating and attacking powers are weak, but you can use on the enemy behind you.

STAGES

THERE ARE SEVEN STAGES IN THIS GAME!!

Enemy attacks will differ depending upon the game level you choose. The following explanations are based on the normal level:

ACT 1 — ***VECANTI***
BATTLE GROUND IN DREAMLAND

This stage has two scenes. There are no traps in this stage, so learn how to maneuver various techniques.

ACT 2 — ***CASTLE VANITY***
RUINS OF CASTLE VANITY

You need to learn how to jump in this stage. Master the timing of jumping.

ACT 3 — ***BABYLON***
A GARDEN IN THE AIR AT BABYLON

Watch for the falling rocks! Since you cannot destroy the rocks, you must avoid them.

ACT 4 — ***VALHALLA***

It is difficult to run on the grassy plain. In scene 3, watch out for SERAPH, an enemy character, and jump.

STAGES cont.

ACT 5 — ***CRYSTAL PILLAR***
CRYSTAL FORTRESS

When you come in contact with falling icicles, you will be frozen momentarily and unable to move.

ACT 6 — ***RED MOON***

There are many enemy characters which come from Beyond, so look up, down, left and right to avoid them.

CONTINUE GAME

When the game is over, you will see this screen. Before "TIME" becomes "0", press the Start Button to continue. The game will start from the beginning of the stage where you ended the game. In the easy level the game will restart at the point where you ended.

The score and HP start from "0".

ENEMY CHARACTERS

ACT 1 *DEAD HEAD*

When you come close to this character, it will jump at you.

ACT 1 *FLYING SHEARS*

It flies around in the air. When it comes over you, it dives straight down to attack you.

ACT 1 *LANCE GUARDER*

He moves left and right and throws a lance.

ACT 2 *SPECTER*

He moves up and down in the air, and shoots his gun at you.

ACT 2 *LANCE GUARDER–G*

He throws a lance. Often, Dead Head is hiding behind him.

ENEMY CHARACTERS cont.

ACT 3 *STATUE*

It does not move, but it turns left and right and shoots a fire ball.

ACT 3 *LASH*

He moves fast to the left and right and throws a boomerang.

ACT 3 *MECHANICAL MONKEY*

It jumps around fast and attacks you.

ACT 4 *SERAPH*

It flies quietly and attacks you without warning.

ACT 4 *DEATH FLOWER*

When you get near the Death Flower, its seeds burst out at you.

ACT 4 *SEALEN*

She plays the harp and throws musical notes at you.

ACT 4 *ARCH ELF*

She can bounce back a bullet when she has a boomerang.

ACT 4 *ATHENA*

When she has a shield in her hand, you cannot damage her.

ACT 5 *TOWER GREY*

It shoots a little fire ball from its tale. When the fire ball touches you, you will be frozen for a moment.

ACT 5 *SWORD GUARD*

He produces a wave from his sword. The wave will push Lena backwards.

ACT 5 *DISC GUARDER*

He throws his shields like a boomerang.

ACT 6 *RED MOON METEOR*

When you destroy it, you destroy all the enemies on the screen. On the other hand, you will also receive damages.

ACT 6 *BEYOND LENA*

When you approach the embryo, it bursts and becomes a girl who looks like Lena.

ACT 6 *STATUE*

When you approach it, it creates a gust of wind. It is hard to destroy with a sword.

STRATEGY ON HOW TO FIGHT BOSS CHARACTERS

The longer you take to clear the stage, the stronger the boss character becomes. The boss's HP gauge is at the bottom of the screen.

THERE IS AN INTRODUCTION FOR EACH BOSS!

There are two ways to fight the boss characters; either you gather many items or attack the boss before he/she gains power.

Some of the boss characters develop complicated attack methods when their power grows stronger. Their attack methods also change, according to the level you have selected.

BOSS CHARACTERS:

ACT 1 *CONVERSION DS-30*

This is a converted version of a mechanized soldier, DS-30, which was used to invade the Human World. It dashes at you, or throws a boomerang cutter. You can deflect the cutter with your sword.

LEARN TO MOVE LEFT TO RIGHT FAST!!

When the boss is on the lower ground, you can jump over him.

ACT 2 *GENERAL DAHLGEN*

His lower body is a tiger, and he jumps to the left and right. He shoots a fireball out of his tiger mouth.

HE ATTACKS WITH HIS UPPER AND LOWER BODIES!!

You cannot avoid the wave he throws from his sword by jumping.

ACT 3 *NORNIL*

When you attack the bronze statue, it turns into a bird, but you do not reduce any hit points.

1. While avoiding fireballs, get near the statue to attack.
2. Don't stand in the middle. Move to the left or right.
3. Attack Nornil when she turns into a mermaid, and surfaces from the water.

BOSS CHARACTERS: cont.

ACT 4 *GENERAL MEDIAS*

She moves very fast, up and down, left and right. It appears that there are more than one of her.

1. The darker one is the real Medias.
2. Attack her when she stands.

ACT 5 *FINAL GUARDER*

Shoot into the core to cause damage.

1. You cannot damage the one in the front.
2. Squat and avoid a damage.

ACT 6 *GENERAL LUZARD*

When he appears on your left or right, try to jump over and attack from behind.

1. When he stands on the left or right edge of the screen, squat and attack.
2. Develop good timing, and jump to avoid him.

YOUR RANK AT THE END OF THE GAME

Your rank will appear at the end of the game. The rank is determined by the time you spent in each scene and points for items used or not used.

1. After the game ends, press the Start Button.
2. Goddess Yuko will show you your rank. Fill these in as you receive rank.

RANK LIST

100 – 94	????
93 – 88	????
87 – 82	Valkyrie
81 – 76	Sword Master
75 – 70	Goddess of Strength & Stamina
69 – 64	Goddess of Wisdom
63 – 58	Glory Emblem
57 – 52	Armored Athena
51 – 46	Wise Battle Warrior
45 – 40	Valiant Fighter
39 – 34	Amazon
33 – 28	Persistent Flower
27 – 22	Burning Girl
21 – 16	Youthful Force
15 – 10	Little Daughter
9 and under	Laughing Rose

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STRATEGY NOTES

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